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La Belle Coquette

OR,

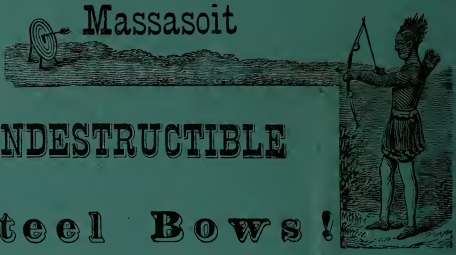
LAWN BILLIARDS.

A NEW AND

FASCINATING FIELD GAME.

Patent Applied for.

BOSTON:
1872.
CLEAVELAND & LEONARD,
55 Washington Street.



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La Belle Coquette.

A NEW AND FASCINATING FIELD GAME.

The most Beautiful, Unique and Entertaining Game extant!

All lovers of Field and Parlor Sports who have ever played Billiards know that no other Game has ever approached it in point of science, skill and intensity of interest. Every late Inventor and Manufacturer of Field and Parlor Games has aimed to incorporate the Billiard principle in some manner into his production; but it has remained for the Inventors of La Belle Coquette to bring out the CUE as a Field Game implement, thereby incorporating with their other combinations all of the prominent features of Billiards, viz.: the driving of the Ball with the *Cue* instead of the Mallet; the caroming of Ball on Ball, and the *pocketing* of the Balls. These features, together with the Rules and Directions which regulate the Game, and accompany each Set, combine to make La Belle Coquette all that is claimed for it by the Inventors and Manufacturers.

LA BELLE COQUETTE.

PREPARING THE LAWN

Is of Great Importance.

This being a game where so much skill can be used, it is desirable to spare no pains in preparing, levelling, and rolling the ground, as the more even and hard it is, the greater the accuracy and certainty of the stroke and the more intense the interest in the game.

Implements of the Game

consist of 4 Cues, accurately turned, bent, and loaded, so that after a little practice they can be used with great skill and precision in driving the Ball to any point desired.

4 Cue Rests of an entirely new and unique pat-pattern.

2 Coquettes or Playing Balls, — 1 Red, 1 Blue

6 Flirts or Balls of lighter weight to be played upon, — 3 Red, 3 Blue.

2 Mitten Halls or Pockets, into which the Balls are driven, — 1 Red, 1 Blue.

2 Mitten Hall Flags, 1 to each Hall of corresponding color.

10 Mitten Hall Pins, to hold the canvas in place. 5 to each Hall of corresponding color.

2 Coquette or Starting Flags, — 1 Red, 1 Blue, — from which the respective Coquettes start.

All of these implements are neatly and tastefully painted, and together make the *most ornamental and attractive game ever placed upon the Lawn.*

Arrangement of the Game.

This game can be played on *less space* than any other of the Field Games, which is a great desideratum to those who from limited yard-room have been compelled to forego the pleasure of a croquet-set or anything of a kindred nature.

It can be set up and played to advantage in a space 10x14 feet, and a larger space than 16x20 is *not* recommended. It is arranged on the lawn as per diagram or cut. After deciding upon the size of the ground, draw the boundary line, and place the Mitten-Hall-flag-staff-Pin, on that line. (See diagram). Then, after placing the other two *loose* Pins in the ground, at a proper angle from the first, draw the canvas around those three, and press the two Pins, which are attached to the canvas, into the ground, until the canvas is sufficiently near the ground to prevent the balls from passing under.

The other Mitten Hall is placed in like manner at the opposite end.

The Coquette Flags are then placed on the *side* boundary line, directly opposite each other, and on a line with the center of the ground, and the Mitten Hall Flags over their respective Halls.

The Flirts or Balls to be played on are then grouped in the center, as per diagram, or in any other shape, but must be touching, or nearly touching. each other.

The Red Coquette is then placed as per rules.

Rules of the Game.

1. Red leads off by placing his Coquette half way between the Red Flag Staff and the Flirts, playing to scatter them.

2. He then selects one of the Blue Flirts which he wishes to drive or coquette into his Mitten Hall, and plays on it; then, after it is struck, places his Coquette by the side of the Flirt *in any direction* which he may choose, but in contact with, or within six inches of it; then plays on it again, aiming to coquette it into his Mitten Hall.

3. If he fails and does not at the same stroke carom on some other Flirt or Coquette, he loses his turn; but should the Flirt be driven in and

the Coquette remain outside, he can play on another Flirt, and try to capture that in like manner.

4. Should the first Flirt fail to enter Mitten Hall, and the Red Coquette should at the same stroke carom on another Flirt, the Red can then place his Coquette by the side of that Flirt, and endeavor to coquette that in also.

5. As long as the red can make the points played for, he can continue his play as above, until he has placed all of the Blue Flirts inside of Red Mitten Hall, by doing which he would win the game.

6. Should he fail to make a point played for, he loses his turn, when the Blue plays in like manner from the Blue Flag Staff for any Flirt which he can use to the best advantage, unless three Flirts remain unmoved on the center, in which case he must first play to scatter them, and others follow in like manner.

7. Playing is the same for *all* as that described for Red and Blue.

8. A player playing to scatter the group, must move, at least, two Flirts out of their places, or he loses his turn, and must take up his Coquette, and at his next turn play from his Flag as before.

9. His opponent follows in like manner.

10. A player who plays to coquette a Flirt into Mitten Hall and fails, but at the same stroke drives in his Coquette, loses his turn, and the opposite party are entitled to any one of his Flirts, to be placed inside their Mitten Hall.

11. A player who drives a Flirt and his Coquette into his Mitten Hall, at the same stroke, loses his turn, but the Flirt remains in the Hall, except in case of the *last* Flirt of either side, when if the Coquette goes into the Hall, the Flirt which is driven in at the same time, must be placed on the center, and the opposite side then play.

12. A player who coquettes the Coquette of the opposite party into his Hall, is entitled to any one of that party's Flirts, to be placed inside of his Hall.

13. If a player drives his Coquette into his opponent's Mitten Hall, he loses his turn, and his opponent would be entitled to any one of the player's Flirts to be placed there instead.

14. If a player coquettes his opponent's Coquette into his opponent's Mitten Hall, he makes a point, and can continue his play.

15. In *every* case where a Coquette is driven inside of a Mitten Hall, it must next be played from its Flag, in its turn.

16. Should a player at any time coquette one of his own Flirts into the Mitten Hall of the opposite party, it must remain there and he loses his turn, but should he coquette one into *his* Mitten Hall it must be placed on the center, and he loses his turn as before.

17. A Flirt or Coquette is inside Mitten Hall when it can not be touched by placing the straight part of the cue against the outside of the pins forming the entrance.

18. Should a Flirt or Coquette, which is once inside of Mitten Hall, roll or be driven outside, it must be at once replaced.

19. A player moving his Coquette three inches has made his stroke, and if he has not made a point must await his next turn.

20. A player has made a point when he has moved two Flirts out of their places on the center, as per Rule 8, or struck a single Flirt or Coquette, or coquetted an opponent's Flirt or Coquette into his own Mitten Hall, or when he has caromed on any Flirt or Coquette when playing to coquette a ball into his Mitten Hall and failing to do so, as per Rule 4th, or when he has coquetted his opponent's Coquette into his opponent's Mitten Hall.

21. When more than two are playing, the

sides play alternately, but only one Coquette of each color is used for any number of players.

22. A player is allowed to play on any ball on the ground, either Coquette or Flirt, and when playing on his own Flirts should aim to drive or coquette them out of danger.

23. A Coquette or Flirt driven or coquetted outside the boundary line must be placed one foot inside the line at once, and directly opposite where it passed out.

24. A player does not lose his turn by driving his Coquette outside the boundary line.

25. When a Ball is played on the second time, as is described in the latter part of Rule 2, it is said to have been "coquetted."

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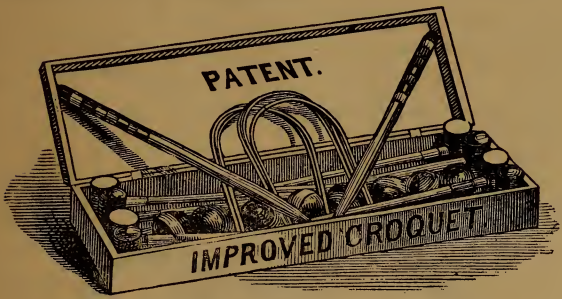

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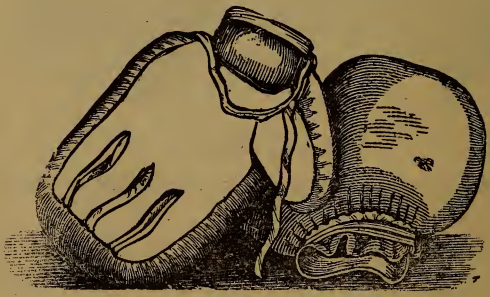

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